

HEAD OVER HEELS

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LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT Key and the RUN/STOP key simultaneously. Follow the screen instruction — PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.

CONTROLS

THE MENU SYSTEM

Use CURSOR UP/DOWN KEY to move the cursor. Use COMMODORE KEY to select the entry indicated by the cursor. On the key menu, return to main menu by pressing LEFT SHIFT.

MAIN MENU

- (a) **PLAY THE GAME.** This will either start a new game or if an old game is in progress, will offer the chance to resume it.
- (b) **SELECT THE KEYS.** This allows your personal joystick/keyboard selection to be defined.
- Please note some keys are not definable if a joystick is in use.
- (c) **ADJUST THE SOUND.** Choice of 3 sound levels.
- (d) **CONTROL SENSITIVITY.** Allows a selection of Joystick (port 1)/keyboard response.

KEY MENU

It is important to utilise this function properly — Please read the screen prompts.
Step (a) Move cursor to highlight the required control on which the keys are to be changed.
Step (b) Press COMMODORE KEY (clears all current keys).
Step (c) Press all keys required for control (they will be printed on the current line as they are pressed). If you want to use the COMMODORE KEY then press it first. N.B. If you accidentally press the wrong key at this point go on to Step (d) and then back to (b). (This involves pressing COMMODORE KEY twice).
Step (d) When all keys are selected press COMMODORE KEY.
Step (e) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

SOUND MENU

There are 3 distinct sound levels within the game. These are different sound tracks as opposed to volumes. One may select from:-
(a) All music and game sounds
(b) Useful game sounds
(c) No sound

CONTROL SENSITIVITY MENU

This enables skill in control to be built up — the main difference being the way diagonal control is interpreted. The default value is on Low Sensitivity and is recommended for beginners. The default controls have been defined as follows:-
LEFT Joystick—Left
RIGHT Joystick—Right
DOWN Joystick—Down
UP Joystick—Up
JUMP COMMODORE KEY
CARRY COMMODORE KEY, F3
FIRE LEFT SHIFT
SWOP F5
NOTE
ESC is permanently defined as Pause, Once pressed a screen message will appear offering the options of either aborting or continuing the game.
COMMODORE KEY is defined as Jump and Carry, this allows both actions with one key depression. At some parts of the game it is essential to use jump and carry together so leave at least one key defined as both.

HISTORY OF THE BLACKTOOTH EMPIRE

Far, far away from our star Sol lies the Blacktooth empire, an evil empire, four worlds enslaved by the planet Blacktooth. All of the slave worlds bubble with unrest, but due to the oppressive nature of their rulers they never reach boiling point, they all lack a leader to draw the masses of population together. Blacktooth itself is not any better, a world rigidly controlled by its dynastic leaders for so long that the populace do not even think about revolution. The peoples of the neighbouring stars are getting very worried about signs of military expansion from Blacktooth and have sent a spy from the planet Freedom to see if he can push the slave planets into full rebellion by finding the crowns lost when Blacktooth took over. The creatures of Freedom are very strange in that they are formed from a pair of symbiotic animals that have adapted to operate either independantly or, to their mutual advantage, join together as one—Head saddled on Heels, and indeed these ARE their names and both are highly trained spies.

THE GAME

Head and Heels have been captured, separated and imprisoned in the castle headquarters of Blacktooth. Their cells contain 'keep fit' equipment, including a wall ladder that Head really must learn to climb. Your job is to get them both out of the castle and into the market place so they can join up again. From there, the journey leads to Moonbase Headquarters, where you will have to decide either: to try to escape back to Freedom or to be a true hero and teleport to one of the slave planets to search for its lost crown! To overthrow the dictatorship on any of the slave planets would be a major blow to Blacktooth and you could return to Freedom in glory. Of course Blacktooth would probably enslave them again eventually but it would slow down any expansion plans for now. The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

EGYPTUS

Once, a long time ago, a craft from Blacktooth got a bit lost while doing a hyperspace jump and landed on an unknown planet. Here the crew found a primitive animal forming a sort of civilisation that appeared to revolve around wrapping corpses in lots of bandages and putting them into huge stone pyramids. When they returned to Blacktooth their emperor liked the sound of it so much that he rebuilt the capital city of one of the slave planets to resemble the story.

PENITENTIARY — The empire's prison planet

Millions are imprisoned here. A harsh planet, very mountainous, much climbing, skill required. The worst place is The Pit, try not to fall into it!

SAFARI

A densely vegetated planet, mainly used for hunting. The natives live in wooden forts in the jungle, beware traps!

BOOK WORLD

The emperor is very keen on cowboy books, and has devoted an entire world to a western library. Only the emperor's minions are permitted to read them. Information is rigorously suppressed in the empire.

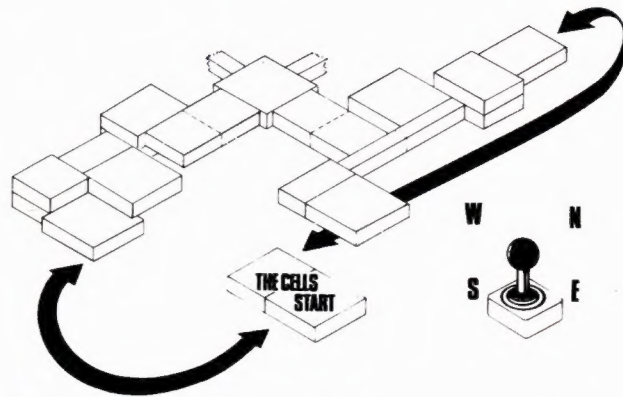
BLACKTOOTH

This planet has a large moon with three lunar space stations on it, the larger of these, Moon station HQ, is the main teleport center for the empire, with a direct teleport to all the slave planets. Sometime after the Egyptus episode, the latest Emperor sent out a craft to find that same strange planet, and after much exploration it was finally located and the craft landed. However the crew found the people had changed: instead of pyramids they used castles, instead of wrapping corpses up in cloth, they wrapped living men in metal and then tried to turn them into corpses with sharp metal sticks. The Emperor, not to be outdone by his ancestor, built a castle on Blacktooth and used it as his headquarters. The castle is surrounded by a small market, and then a range of impassable mountains. The only way to leave is via teleport to one of the three lunar space stations.

CONTROL HINT

The illustration indicates the joystick control orientation and the juxta positioning of the first 20 or so rooms of this exciting game. The starting "Cell" is shown and with a little practice you'll soon be investigating over 300 challenging and action packed locations.

CASTLE BLACKTOOTH



HEAD (HEADUS MOUTHION) This creature is a symbiotic partner to Heels and will normally be found sitting on top of one. Head is descended from a breed of flying reptile and still has rudimentary wings that allow Head to jump up to twice his own height and to guide himself through the air.

HEELS (FOOTUS UNDERUM) During Heels's evolution the arms have totally disappeared while the legs have become very powerful. Heels can jump his own height and can also run very fast.

REINCARNATION FISH The strangest animal in the known universe! This fish likes to be eaten! There have been cases of it jumping onto plates! But there is more: when you eat one, its prodigious memory remembers everything about you. Its memory is so good that if you die at some later date, you will be reincarnated at the very place you ate the fish, and you will even have its taste still in your mouth! How a fish can remember anything when its been eaten has never been successfully explained. You must be very careful to check that the fish is alive and wriggling as dead fish decompose very quickly and it rapidly turns so poisonous that a single lick can kill.

WARNING: Even living reincarnation fish taste horrible!

CUDDLY STUFFED WHITE RABBITS The cute toy bunnies magically enhance your powers. The status display at the bottom of the screen will keep you informed as to which powers are temporarily enhanced. If Head and Heels are connected when they pick up a Life or Iron pill they will both get the enhanced power. There are four types:

- (1) Two extra lives
- (2) Iron Pills (to make you invulnerable) (Shield icon)
- (3) Jump higher bunny. This only works on Heels (Spring icon)
- (4) Go faster bunny. This only works on slow moving Head. (Flash icon)

If Heels picks up a *go faster bunny* or Head picks up a *jump bunny*, the bunnies powers are wasted!

HOOTER The hooter may be used by Head to fire doughnuts at attacking monsters. This will freeze them in place as they lick the doughnuts off their faces. The hooter may only be used by Head and requires a tray of doughnuts to be of any use.

DOUGHNUTS Trays of six doughnuts are few and far between so don't waste shots. Only Head may pick up doughnuts. The number of remaining doughnuts will be displayed above the doughnut icon at the bottom left of the screen.

BAG The bag may be used to carry small objects around a room. It is essential for Heels to find and get the bag as it is impossible to get far without it. The object in the bag will be displayed immediately above the bag's icon at the bottom right of the screen. To pick up an object just stand on top of it and press the CARRY key. It is not possible to drop an object in a doorway.

CROWNS Find a crown and start a revolution. At the beginning of each game a screen showing all five planets with a crown above each will be displayed. As each crown is collected this screen will be shown again with the appropriate crowns in a bright colour.

TELEPORTS Standing on a teleport will activate its mechanism, this will sound a warning siren. Pressing the jump key will cause you to teleport. Not all teleports are two way, some are linked in a chain.

SPRINGS Jumping from a spring will give extra height to your jump.

SWITCHES Simply push the switch to switch things off and on! **WARNING:** Switching a deadly monster off will stop him moving but he will still be deadly to touch.

CONVEYOR BELTS The rollers on the conveyor simply push you along it. If you wish to go the opposite direction you have to jump along.



HUSH PUPPIES These are a very strange type of beast, they are incredibly sleepy, in fact they never wake up and it is quite normal for them to sleep for their entire lives. They are often used as tables and even used as building bricks. They are a native of Freedom and for many thousands of years Head and his ancestors have been mistaking them for Heels and causing so much trouble to the poor old hush puppies that they evolved a defence mechanism, they somehow learned to teleport themselves away. Nobody knows where they go but the instant they see any of Head's race they disappear and won't return until they are sure the coast is clear.

THE EMPEROR'S GUARDIAN

The guardian blocks the door to the throne room in Blacktooth castle, he is very dangerous and he doesn't like doughnuts. Only a true hero may pass the guardian.

SWOP KEY

If Head is sitting on Heels the swop key will, on each push, give you control of:

- (1) Heels. (2) Head & Heels. (3) Head. (4) Head & Heels.

If Head is not on Heels the swop key will, on each push, give you control of:

- (1) Head. (2) Heels.

At all times the character(s) whose icon is lit is under player control. When Head and Heels are joined together all their abilities are combined.

It is not possible to swop if standing in a doorway.

HINTS and TIPS

1. Beginners should aim to escape from Blacktooth and get back to Freedom initially. Only the very skilful can hope to liberate a planet or two.
2. When you first get Head and Heels in the same location, practice placing Head on top of Heels and joining them together accurately with the swop key. Both of their icons will light up when they are successfully joined.
3. Remember Head and Heels are a team. Just because both are in the same room does not mean you have to join them together, and in fact some problems may only be solved by separating Head and Heels.
4. Make sure Head learns to climb ladders, this is an essential skill.
5. Both Heels's bag and Head's hooter must be collected at the initial stages for there to be any chance of completing the game.
6. If Head and Heels are in the same room, extra jumping height may be obtained by one jumping off the other's back.
7. Find a safe spot and get used to how far Head and Heels may move over the edge of a brick before they fall, this will enable you to make the longest jumps. Both Head and Heels will jump slightly further if they are running as they jump.
8. Learn the difference in distance and control between Head's jumps and Heels's jumps.
9. Make a map, the first part of Castle Blacktooth has been mapped and drawn on the cover to show you the best way to approach this.
10. Do not waste doughnuts, they are not easy to find.
11. Display screens such as the Five planets or the Final score may be aborted by pressing any key.
12. Do not get confused, only Heels may carry anything and only Head may fire.
13. To discover if there is a room above, pile objects as high as possible and jump from the top. If there is a spring in the room, put it on the top for extra jumping height.
14. If you can't understand a room, try exiting and entering again, watching carefully for any movement in the room as you enter.
15. If you wish to freeze the game without the pause message obscuring the screen display, keep the pause key depressed.

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

MR. YATES, OCEAN SOFTWARE LIMITED, 6 CENTRAL STREET, MANCHESTER M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

Written by Jon Ritman and Bernie Drummond.
Coding by Colin Porch. Music by Peter Clarke.
Produced by D.C. Ward. © 1987 Ocean Software Limited.

HYPER SPORTS HYPER SPORTS HYPER SPORTS

HYPER SPORTS

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LOADING

Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should appear, press PLAY on tape. This program will now load automatically. When loading is complete follow screen instructions.

CONTROLS

Keyboard:
LEFT SHIFT OR ? — LEFT
RIGHT SHIFT OR Z — RIGHT
SPACE BAR — FIRE
JOYSTICK — PORT 1 OR 2
Note: In the case of any difficulty experienced in joystick control the keyboard controls may be used at any time during play, even if joystick has been used.

PLAYING

Pit your skills and agility against the computer and the clock — in order to progress to the next event you must qualify (ie achieve game — scoring hints are as follows and we would be interested to hear from any player with high marks. (100,000 and up is good).

SWIMMING

Wait for the starting gun — racing dive into the pool (by pressing fire button). Your swimming speed is determined by continuous left/right controls, but remember in order to swim you must breath so wait for the prompt and then press the button. If you breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop. Your opponents have differing swimming skills and are controlled by the computer if you can beat them all you're on the way to becoming a true champion.

SKEET SHOOTING

Computer controlled sights home in on the skeet and marksmanship depends on fast reaction on the left/right controls. Good shooting gives bonus skeets with higher points but as your shooting improves the rate hops up! Good shooting.

LONG HORSE

Now test your ability as a gymnast — press the fire button to run the springboard, then again when you're on it — Now when you reach the hand stand position press it again to launch into the Somersaults (these are controlled by the left/right movement). The total score is made up of the distance you get up the springboard, the length of time on the horse, the number of Spins you can achieve and the perfection of your landing. Like the real event you must perform well right through for maximum marks!

ARCHERY

The target moves across your field of vision and you must judge wind speed and the angle of your shot to hit bullseye. First press the fire button for wind speed/direction, then press fire again to shoot one of your eight arrows at the passing target. (Keeping the fire button pressed increases the height of the arrow. Hint: try to get as close to a 5° angle as possible.

TRIPLE JUMP

Co-ordination is the key to success in this event, approach speed is automatic, press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible. Your score is a combination of the correct speed, angle and distance.

WEIGHT LIFTING

Now for the final test — a test of strength and stamina. Select the weight, type and then use the LEFT/RIGHT controls to increase the weight lifter's power. Press the fire button when WEIGHTS flashes to give the "Powerlift". Continue with power until all three judges acknowledge the feat. Your points score is based on weight. Congratulations you've completed all the events now check your score and see if you can do better next time — Good luck.

HYPER SPORTS

PARALLAX

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The deadly game of rescue and escape the zones of an alien world — a Deathstar, intent upon destruction of Earth and controlled by an all-powerful Computer Intelligence.

LOADING

Position the cassette in your Commodore recorder. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY On TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions. When loading is complete press FIRE BUTTON to start.

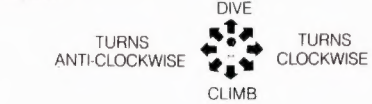
Disk- Select 64 mode. Insert joystick plug into port two of your C64/128. Turn on the disk drive type LOAD ***. 8, 1, (RETURN) the introductory screen will appear and the program will then load automatically.

THE GAME

A space probe has landed you, and four of the world's most experienced astronauts on an artificial world divided into five broad horizontal zones: Alpha, Beta, Gamma, Delta and Epsilon. The rnhabitants seem hospitable and friendly until you stumble across vital information being switched across the zones by a controlling computer intelligence; information revealing an imminent attack upon Earth! Contact your four allies in the other zones in an attempt to break free and destroy the computer, in your spacecraft IBIS. You begin in Alpha zone and must proceed through each area locating your colleagues and finally reaching the Intergalactic Teleport at the exit in Epsilon zone. The way is fraught with many hazards — Good Luck!

CONTROLS

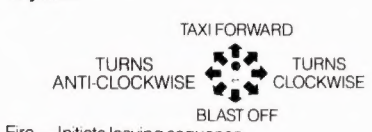
In Flight Joystick



Keyboard
Space — Landing Gear Up/Down
F7 — Shields on/off
Return — Display datacards and passwords.

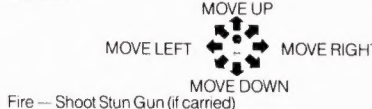
Fire — Shoot Lasers

On Ground Joystick



Fire — Initiate leaving sequence
Keyboard
Space — Landing Gear Up/Down
F7 — Shields on/off
Return — Display datacards and passwords

On Foot Joystick



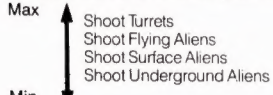
Fire — Shoot Stun Gun (if carried)

Operate on board computer

Use joystick to move cursor over desired option — press fire to select.
Follow on-screen instructions for other operations.
Warning — IBIS can only land on a clear surface with the Landing Gear down. Any other circumstances will incur damage to the engines or the landing gear itself.
N.B. Pause Game — Run/Stop key (except in hangar).

SCORING

Points are scored for eliminating aliens, shooting Turrets.



GAME PLAY AND FEATURES

Shields and Lasers

Press F7 to operate shields — with these in operation the fuel is used more quickly (when on the ground no fuel is used at all).

MUTANTS

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The game is set in a distant future, when man has colonised the remote star systems and matter can be manipulated with ease. Unfortunately man's political and moral development has remained stagnant since the second milenium and Inter-stellar War has raged for the last 600 years.

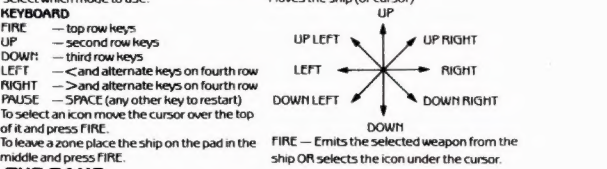
You are a member of a thinly spread group of dissenters who are opposed to the weapons research carried out by the Survivor Zero Corporation; have discovered that the weapons used by all sides in the war are supplied by the Corporation, and that they are currently experimenting with a new generation of weapons called Macro-Genetic Mutoids. MGM's are the first large scale biological weapons capable of mutating into ever more virulent and robust species, hence the name "Mutants" — your task is to eliminate this deadly system.

LOADING

Position the cassette in your Commodore recorder. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY ON TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions. When loading is complete press FIRE BUTTON to start Disk- Select 64 mode. Insert joystick plug into port two of your C64/128. Turn on the disk drive type LOAD ***. 8, 1, (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS

The game can be controlled by the keyboard or joystick in port 2. No action is required to select which mode to use.



THE GAME

You control the "Rainbow Warrior", a single man patrol ship. Your task is to enter the 15 deep-space test zones of the Survivor Zero Corporation and find the components of a self destruct mechanism. All 15 of these components must be collected and assembled in a 16th zone called the control zone to destroy the system, and gain access to level 2 of the game. Each test zone contains a different strain of mutants. You have four lives and no time limits to complete your task. The game begins with your ship coupled to the mothership, waiting to be telebeamed into a zone of your choice.

MOTHERSHIP MENU

The menu on the left of the screen contains six icons. To select an icon move the cursor over the top of it and press FIRE. The top two icons select music or sound effects. The top arrow points to which mode is currently selected. The next three icons are the weapons available. The bottom white arrow points to the weapon currently selected.

MISSILES

These are high-yield explosive devices that have an effect over a large area, but can only be fired one at a time.

BARRIERS

These are degradable defensive weapons that can be used to erect a temporary shield

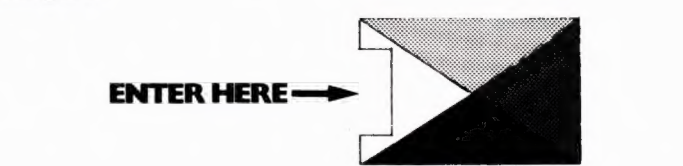
EXPLORING

Activating the fire button when landed indicates to the on-board computer that you wish to leave the ship. You will be asked what you want to take with you — the left hand column shows the potential inventory; guiding the cursor over this will transfer your selection to the right hand column for exit. Underneath are 3 standard options:

- Standard Kit; supply of oxygen, stun gun and ammunition.
- Stay aboard
- Exit craft.

N.B. The gun enables you to stun (one shot) or kill (two shots) the alien scientists or eliminate (one shot) the robots in the hangars.

Hangars



You can enter any hangar at any time. To re-enter the ship, stand beneath and press fire; you will materialise inside IBIS. Hangars are strategically important — they are the principal areas for locating computer data vital to the mission's success. Scientists can often be found in hangars (see below), as can robots who must be shot on sight.

Several computers are situated inside these Hangars. **Computer Bank** — Credits are drawn from the computer bank using datacards obtained from stunned scientists.

Computer Shop — From which items may be purchased with credits. The inventory will be automatically transported to the IBIS for later use.

Central Intelligence Unit (C.I.U. or 'Big One') — The main alien control mechanism planning the invasion of Earth. To extract information from these computers, you must obtain one datacard from each grade of scientist on each level. When you insert the relevant card, the computer gives you a letter of the password to enable you to progress to the next level. The letter it gives corresponds to the grading of the card (and the scientist it is obtained from), ie. if a 3rd grade card is inserted then you will be given the 3rd letter of the password. The card is automatically returned to you as it can then be used to extract credits from the Computer Bank.

There is one C.I.U. on each level which cannot be accessed without having a scientist with you. This is the computer that requires the complete password. If encountered early on, take note of it's position!

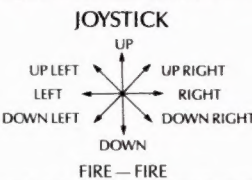
Data Cards — These gather information for passwords and enable you to gain credits from the Computer Bank. They are extracted from stunned scientists, and are of five different grades (denoted by the first digit, as shown in the lower information screen). Up to 2 cards can be held at any one time.

DISK

Select 64 mode. Insert joystick plug into port two of your C64/128. Turn on the disk drive insert the program into the drive with the label facing upwards type load ***.8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS

The program is controlled by Joystick in Port 2.



EXTRA CONTROLS JOYSTICK/KEYBOARD

- To pick up an object press "DOWN + FIRE"
- To drop an object press "SPACE"
- To use the "sparkling cloud" press "FIRE" when you are over the cloud.
- To move through whirlwinds (door), place Hero above the door and press Down + Fire. (Control of the Hero will be removed from the player if correctly placed).
- To move through the Cyclotron (blue/unnel) go to edge and press "FIRE".
- To move through Port Holes, place Hero on top press "FIRE".
- Note that left and right are reversed in the negative universe, (but not in the Cyclotron)!

PLAYING

The game is set inside the complex itself and using the cyclotron as a passage to certain parts, which cannot be reached otherwise, you must ensure the whole complex is stable, (including the complex in the negative universe). You play the part of the assistant, whose task is to stabilise the two Universes by finding the correct location for any object which has been transported to its opposite universe. When this task has been accomplished you must then do battle with Sumink; this takes place inside the negative Universe. Defeat him to win the game!

OBJECTS

Every object in our universe has a "Double!" in Sumink's universe. If one of our objects has travelled to his universe then its opposite has travelled to ours. Only in rooms which are unstable has there been a swapping of objects. Transportation of an object without that object having been "stabilised" will change the object carried into its double! To transport an object back to its correct universe the object must have been stabilised by activating the "sparkling cloud" when carrying an object.

SPARKLING CLOUD

This has the ability to allow you to cross between the two universes whilst keeping your object in the same state. To activate the "sparkling cloud" place the hero over it and press "FIRE". If the "sparkling cloud" has been activated your object will remain the same, as the universe about you changes. The "sparkling cloud" travels along all the parts of the complex but will not enter the cyclotron (there is a "sparkling cloud" in both universes).

against the mutants. The game has no effect on the ship. The supply of these devices is limited, so after ejecting the full load the ships weapon system automatically switches to photon torpedos.

PHOTON TORPEDOS

These are rapid fire low-yield optical weapons. (The weapon system classifies these as the default selection). The last icon is a picture of the ship and electing this icon switches to the Zone Map. Holding down fire instead of releasing it will bypass the zone map and switch directly to the zone map selected.

ZONE MAP

The zone map is a 4 by 4 grid representing the 16 zones of the research establishment. The top left zone is the control zone, the others are the test zones. Pressing fire with the cursor in one of the zones telebeams the ship into that zone.

TEST ZONES

The ship materialises on a telepad in the centre of the zone. The zone is bounded by a high energy barrier; collision with the barrier will destroy the ship. You must battle your way through the mutant colony to collect the self-destruct component.

Any number of components may be carried at once, but will of course be lost at the end of the game. Landing on the telepad in the centre of the zone and pressing FIRE telebeams the ship back to the mothership.

CONTROL ZONE

The ship materialises on a telepad in a maze of corridors. The assembly point for the self-destruct mechanism is visible and you must find your way to the assembly point without coming into contact with any of the walls. Flying over the assembly point will automatically deposit any components you are carrying. A successful delivery of any number of components will give you BONUS LIVES up to a full complement of 3 lives.

ZONE STATUS DISPLAYS

While in the test or control zones the screen displays the following information:- Chemical Analysis of mutant components. Score this game. Highest score since loading. Number of lives left. Direction to centre of mutant colony. Shield energy level. Size and energy level of mutant colony. Status and self destruct components.

Cicle — still in test zone
Triangle — being carried
Square — assembled in control zone

HOW ON WITH THE HESHOH!

HINTS AND TIPS

★ Certain screens can only be completed by using one specific weapon — determine which is the best to use.
★ Collect as many tokens as you can until you have only one life — these can then be deposited in the maze and your lives replenished.

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading. IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO: MR. YATES, OCEAN SOFTWARE LIMITED, 6 CENTRAL STREET, MANCHESTER M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

Game concept and programming Denton Design.
Produced by Ocean by D.C. Ward.
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SCIENTISTS

The Scientists hold the key to the C.I.U.'s, in the form of datacards. To extract a datacard from a scientist, you must first stun him (with one shot) and walk over him. You are then given the option of taking his card. The first scientist whose card you do take will be automatically taken with you when you return to your ship (kidnapped). He will be useful later on when you need to enter your password into the main computer. If you do not need the scientist you may shoot him again to destroy him.

IMPORTANT — When you do achieve the complete password (with the kidnapped scientist accompanying you) and you enter this into the main computer, the scientist is transformed into one of your 'Allies' whom is then considered rescued. This allows progression to the next level.

ALIENS

These will impede your progress and shoot at you — causing damage to the IBIS. They must be avoided, or eliminated with your lazer.

BLACK HOLES

These take the form of pairs of square black openings with an arrow between them on the surface. Passing over a black hole, in the direction of the arrow, you will be sucked in and shot out of the adjacent one, at a faster velocity. These help you build up extra speed throughout the game, a necessity on later levels as speed will be crucial to fly through traps. N.B. Passing through against the arrow results in your speed being halved.

HYPERSPACE PORTS

Appears similar to a black hole, but has a flashing centre. If you pass over one of these, you will be randomly transported to a different location on the same level.

HINTS AND TIPS

- Ensure landing gear is up when not required.
- When on foot, if man gets shot by an alien, he is stunned and his oxygen level decreases.
- When entering your four-digit code into computer, ignore the hyphen and do not press RETURN — wait for response.
- You will be destroyed if you enter the next level without having fulfilled certain conditions — see 'SCIENTISTS'.
- Scientist will not co-operate in accessing main computer unless drugged.

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CREDITS

© 1986 Ocean Software Limited.
Produced by D.C. Ward.
Music by Martin Galway

DOUBLE TAKE

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THE GAME

The year 2008, the time mid-day, the place a rather large, computer controlled "Physical Particle Investigation Unit" out in the middle of a bleak and lonely landscape, where the only sounds are the howling winds and the distant hum of the particle accelerator beneath the ground. A young research assistant is sitting at his terminal drinking his umpteenth coffee and totally oblivious to the momentous chain reaction that his experiment is creating; His investigation into the inherent instability factors of particles of "antimatter" when held for periods of greater than a few seconds should not have raised many eyebrows; unfortunately for him, a great interest was being shown by a being of a different state; this being is SUMINK! In life there are always mirrors, doubles. Nothing is totally unique. Few however would have believed that their whole universe was "doubled", that for every object in our universe there was a similar object in an opposite universe. This opposite universe was Sumink's. Fate however was as twisted as usual and Sumink was bored! He was a warrior without a battle, a life without meaning but not without hope. His hope? That a channel could be found between his universe and ours.

Suddenly the stability alarms sounded! The assistant found the room slipping away from him, his movements were becoming frozen, his reality, no longer real. Sumink had, through a particle of an "anti-matter" found his channel and was not going to wait for a second chance. The assistant was thrown into the sixth dimension where stability is a dream and reality a myth but where the battles are just as deadly.

The two universes collide briefly, both are made unstable, objects pass between them and a state of flux is set up between our positive universe and Sumink's negative one.

This collision results in several different events.

- Objects from our universe swap places with their opposites in Sumink's universe.
- A "sparkling cloud" is created. This is a tunnel between the two sides; contact with this cloud will transport you to the other side!
- The universe constantly changes and you may suddenly be transported to the other side, if you are not in a stable room.

THE GAME OBJECTIVE

- TO PLACE ALL OBJECTS INTO THEIR CORRECT UNIVERSE.
- DEFEAT SUMINK (ONCE STAGE ONE IS COMPLETE).

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY ON TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.



WIZBALL

For many years, Wiz and his fantastic cat lived happily in brightly coloured Wizworld. All was not well however as a malevolent force had discovered this vista and intended to stamp out brilliance once and for all. The evil Zark and his horrible sprites have moved in to eliminate the spectrum and render all landscapes drab and grey. So jump in your transporter and with the help of your faithful servant Catelite restore Wizworld to its former glory. Collect icons for special effects as you manoeuvre to shake off the alien forces. Stunning graphics create the mood for a thrilling and compulsive game with hordes of hidden features and extra controls.

LOADING

Position the cassette in your Commodore recorder. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction — PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

DISK

Select 64 mode. Turn on the disk drive type LOAD ***.8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS

Wizball is controlled by joystick with keyboard.

JOYSTICK 1

(Port designated by pressing FIRE on Joystick)
Controls Wiz and Catelite on one player option and controls Wiz only on two, three and four player options.

JOYSTICK 2

Controls Cat on two, three and four player options.

JOYSTICK

Moving the joystick right puts right hand spin on Wizball.
Moving the joystick left puts left hand spin on Wizball.

Pressing FIRE activates the weapons you are carrying. Press FIRE and moving the joystick controls Cat on one player option only. On two, three and four player options Cat is controlled by a separate joystick. Wiggling the joystick from left to right selects the feature represented on the glowing Icon at the top of the screen.

KEYBOARD

RUN/STOP — PAUSE
↑ — Increase Firing Volume
= — Decrease Firing Volume
Pressing Joystick while paused will quit the game.

TITLE SCREEN OPTIONS

ONE PLAYER — One Player controlling both Wizball and Catelite
TWO PLAYER — One Player V another player, alternate lives.
TWO PLAYER TEAM — Wiz and Cat with separate controls playing together.
THREE PLAYER — One team V on player alternate lives.
FOUR PLAYER — One team V another team alternate lives.

GAME PLAY

The landscapes in Wizworld are comprised of three colours each. Your objective is to restore these original colours by shooting the RED, GREEN and BLUE colour bubbles and then use Cat to collect the droplets of chemicals as they fall to the ground. Droplets collected will be stored in the cauldrons displayed at the bottom of the screen, until such time as you have enough of each colour to make the target colour displayed in the cauldron to the far right. In the three levels which have aliens on: one has red, one has green and one has blue. It is therefore necessary to move between the three levels using the tunnels to collect all three colours. To complete a level you must colour in all three shades of grey, darkest first. After each type of colour is completed there is a bonus stage.

ICONS

When certain aliens are killed they will deposit a green pearl which will remain stationary on the screen. If Wizball passes over this pearl and picks it up the first Icon on the top of the screen will glow, this indicates Wiz has the option to select a feature represented on the Icon. If you want to select another feature collect more pearls until the Icon you want is glowing.

ICON 1
THRUST — Gives Wiz more control over the Wizball and allows him to move it left or right.
ANTI GRAV — Gives Wiz total control over the Wizball, stops perpetual bouncing.

ICON 2
BEAM — Gives Wiz zupa-beam weapon.
DOUBLE — Gives Wiz and Cat automatic two directional fire power.
ICON 3
CATELITE — Gives Wiz a cat fresh from training college.
ICON 4
BLAZERS — Gives Wiz and Cat super power blazers (use sparingly).
ICON 5
WIZZ SPRAY — Gives Wiz mega spray protection.
CAT SPRAY — Does the same for our feline friend (Wiz and Cat cannot have a spray at same time).
ICON 6
SMART BOMB — Kill every sprite in sight.
ICON 7
SHIELDS — Gives Wiz and Cat shields for a limited period only.

WIZ-LAB

After a bonus stage Wiz enters Wiz-Lab and is given Wiz-Perk by his guardian angel. You may select one weapon or control which will be magically endowed upon on all subsequent Wizballs from birth or opt for the bonus of 1000 points x Wiz-Level number.

STATUS and SCORING

ALIENS — 10-500 Points
COLLECTING PEARLS — 100 Points
COLLECTING DROPLETS — 150 Points
COMPLETING COLOUR — 2000 Points
COMPLETING LEVEL — 7500 Points
BONUS WAVE — Extra Bonus Wave
ALIENS KILLED — x 40 Points
WIZ POINTS IN HAND — Level No. x 1000 Points
A Wizball is awarded every 100,000 points. Extra lives can also be gained on the bonus wave by shooting Wiz's lookalike (if the image makes a noise and extra life is awarded).

DISPLAY SCREEN

